CLAIMS:

1. A method of managing tabletop wargame campaign data, said method including the steps of:

registering details of each player's forces and details of a campaign between said forces with a management computer;

exchanging at least some of said details of each player's forces and said campaign between said players;

updating said details of each player's forces and said campaign after each said player has had an opportunity to input information in relation their forces to said management computer;

exchanging said updated details of each player's forces and said campaign between said players; and

advancing a campaign time in one or more discrete time steps until contact between opposing forces is made or a predetermined campaign time is reached.

2. The method of claim 1, wherein said registering and exchanging steps are carried out via a communications network, said management computer coupled to be in communication with a terminal for each said player via said communications network.

3. The method of claim 1, wherein one or more events in relation to said players' forces are executed substantially simultaneously in said campaign time.

4. The method of claim 1, further including the step of calculating an area of influence for each unit of each said force, contact between opposing forces being made when an area of influence of a unit of one force contacts an area of influence of a unit of an opposing force.

5. The method of claim 4, wherein each said area of influence for each said unit is calculated on the basis of a strength of said unit and a category of

said unit.

6. The method of claim 4, wherein each said area of influence for each said unit is calculated on the basis of a strength of said unit, a category of said unit and a formation of said unit.

7. The method of claim 1, wherein said information input by said player includes one or more of the following: an order to be executed at a current campaign time, an order to be executed at a future campaign time, xy destination coordinates, xy waypoint coordinates, a unit formation, a unit identification, a unit category, an execution time of an order, a campaign objective.

8. The method of claim 1, wherein the step of updating said details of each player's forces and said campaign includes taking into account a number of rest periods during movement of said players' forces to determine a weariness factor for said players' forces.

9. The method of claim 1, further including the step of updating said details of each player's forces and said campaign after said players have conducted a tabletop wargame simulating said contact between said opposing forces and have input results of said tabletop wargame to said management computer.

10. The method of claim 1, wherein a turn in said tabletop wargame has a fixed relationship to said discrete time steps of said campaign time.

11. A system for managing campaign data for a tabletop wargame, said system comprising:
a terminal for each player;
a management computer for registering and updating details of each player's forces and details of a campaign between said forces;

means for exchanging details of each player's forces and details of a campaign between said forces between said players and said management computer;

wherein, after each said player has had an opportunity to input information in relation to their forces via their respective terminal and updated details of each player's forces and said campaign have been exchanged between said players, a campaign time is advanced in one or more discrete time steps until contact between opposing forces is made or a predetermined campaign time is reached.

12. The system of claim 11, wherein said means for exchanging details of each player's forces and said campaign between said players and said management computer is a communications network coupling each said player terminal to be in communication with said management computer.

13. The system of claim 11, wherein said means for exchanging details of each player's forces and said campaign between said players and said management computer is a storage means.

14. A computer program for managing campaign data for a tabletop wargame, said computer program executing the steps of:

receiving details of each player's forces and details of a campaign between said forces;

updating said details of each player's forces and said campaign after each said player has had an opportunity to input information in relation to their forces; and

advancing a campaign time in one or more discrete time steps until contact between opposing forces is made or a predetermined campaign time is reached.

15. The computer program of claim 14, executing the further step of updating said details of each player's forces and said campaign after

said players have conducted a tabletop wargame simulating said contact between opposing forces and have input results of said tabletop wargame.

16. The computer program of claim 14, wherein one or more events in relation to said players' forces are executed substantially simultaneously in campaign time.

17. The computer program claim 14, further executing the step of calculating an area of influence for each unit of each said force, contact between opposing forces being made when an area of influence of a unit of one force contacts an area of influence of a unit of an opposing force.

18. The computer program of claim 17, wherein each said area of influence for each said unit is calculated on the basis of a strength of said unit and a category of said unit.

19. The computer program of claim 17, wherein each said area of influence for each said unit is calculated on the basis of a strength of said unit, a category of said unit and a formation of said unit.

20. The computer program of claim 14, wherein said information input by said player includes one or more of the following: an order to be executed at a current campaign time, an order to be executed at a future campaign time, xy destination coordinates, xy waypoint coordinates, a unit formation, a unit identification, a unit category, an execution time of an order, a campaign objective.

21. The computer program of claim 14, wherein the step of updating said details of each player's forces and said campaign includes taking into account a number of rest periods during movement of said players' forces to determine a weariness factor for said players' forces.

22. The computer program of claim 14, wherein a turn in said tabletop wargame has a fixed relationship to said discrete time steps of said campaign time.

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